

# LAYER MANAGER 3.0.0 for SketchUp 8 and higher (Free and Pro)

D. Bur, 02.08.2015

The Layer Manager is a set of tools to quickly display, show, hide, isolate and manage your layers. It has features to save, restore, load, and update layers states, within the SKP.

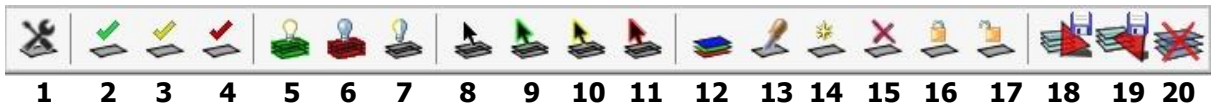
What is a "layers state" or "layers config" ?

This is a visibility status of all the layers of a drawing at a given time. When working on models with lots of layers, it can be very long to select which layer to display and which not. Layers states can help you doing that very quickly.

## Display the toolbar:

There is no menu in the pop-menus, only a toolbar available in the View menu:

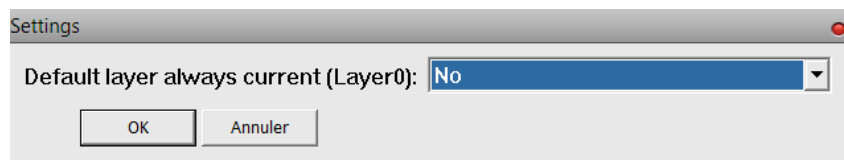
- Select View > Toolbars > Layer Tools



## Layer Tools toolbar short overview

Tooltips on the icons tell you what commands do, but below is a short explanation of what they are for:

### 1. Settings



Choose "Yes" if you want to always have the default layer active. In this case, all commands that may change the current layer will ignore it layer and Layer0 will always be the default layer.

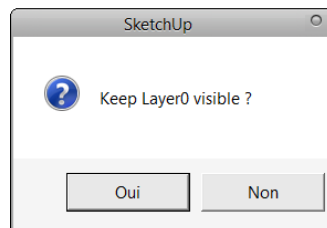
## 2. **Set layer of clicked object current**

Click on icon and pick an object. Its layer is now current (active). You can pick more than one object to change the current layer. This command is useless if you selected to keep the default layer always current.

## 3. **Set layer of clicked object current and isolated**

Click on icon and pick an object. Its layer is now current (active) and all other layers are invisible. You can pick more than one object to change the current layer.

An additional prompt let you choose to maintain the default layer visible or not if you selected "No" in the settings.



## 4. **Set layer of clicked object invisible**

Click on icon and pick an object. Its layer is now invisible. You can pick more than one object to hide other layers.

## 5. **All layers visible**

Self-explanatory, click on icon and all layers are now visible.

## 6. **All layers invisible**

Self-explanatory, click on icon and all layers are now invisible, excepting the current (active) layer.

## 7. **Toggle visibility of all layers**

Click on icon and all layers that were invisible will be visible and all layers that were visible will be invisible, excepting the current (active) layer.

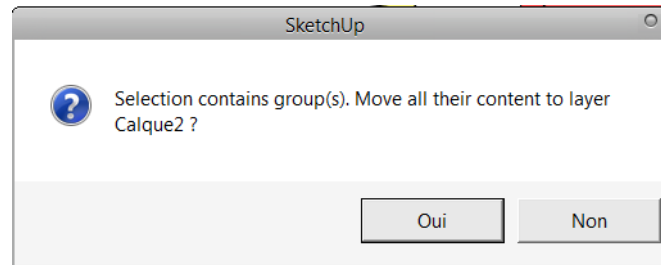
## 8. **Select/Deselect layers contents**

Click on icon and pick object(s). All their content(s) will be selected.

Using the Shift key when picking an object will deselect the contents of the object's layer.

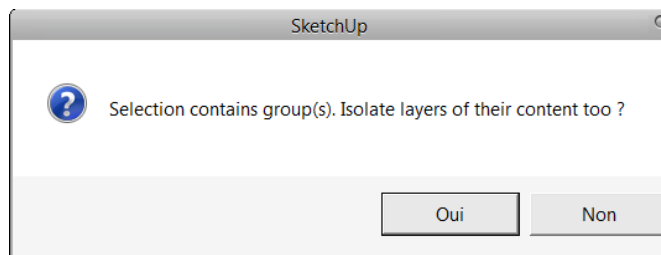
### 9. Move selection to current layer

Select object(s) and click the icon. All their content(s) will be moved to the current layer. If there are group(s) in the selection, you will be prompted to also move the contents of the group(s) to the current layer or not:



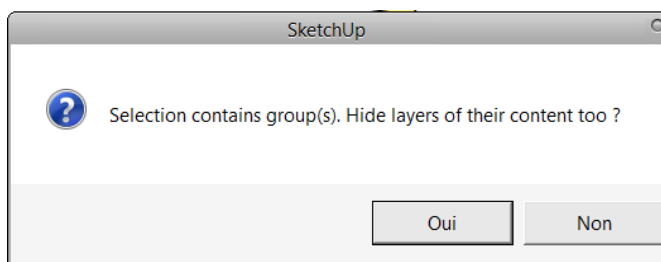
### 10. Set layers of selection isolated

Select object(s) and click the icon. All the layers other than those in the selection will be invisible. If there are group(s) in the selection, you will be prompted to also isolate the layers of the contents of the group(s) or not:



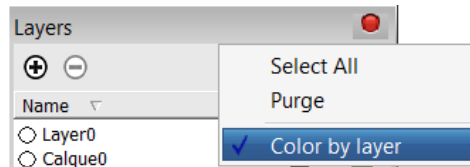
### 11. Set layers of selection invisible

Select object(s) and click the icon. All the layers in the selection will be invisible. If there are group(s) in the selection, you will be prompted to also hide the layers of the contents of the group(s) or not:



### 12. Toggle display "Colors by Layer"

Same as the "Color by Layer" option of the Layers window:

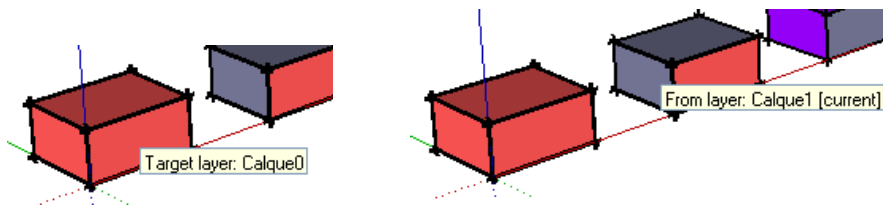


Click on the icon again to switch back to previous display mode.

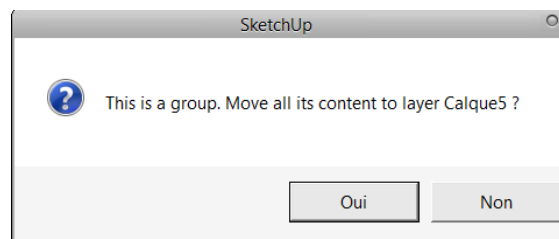
### 13. Match layer property:

Click on the icon and move mouse over objects. The tooltip shows which layer is the target layer, and adds [current] when applicable. Click on the object to set the target layer. Move the mouse over other objects, the tooltip shows the layer objects are on. Click on the object to move it from its layer to the target layer.

You can click other objects right away to move them on the target layer. Hit the Enter key to choose another target layer, hit the Escape key to abort or select another tool.



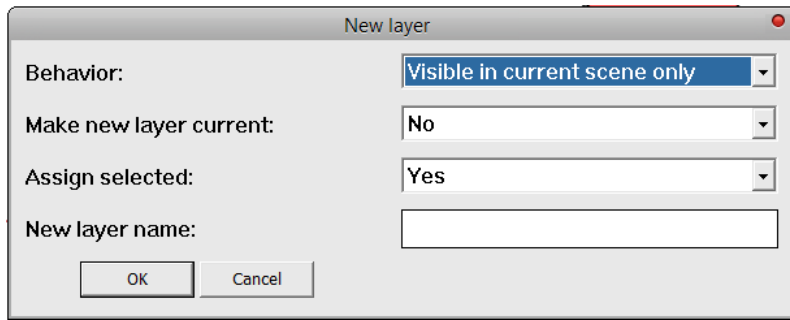
Once the target layer set, if you picked a group you'll be asked either to move only the group to the target layer or to move the group itself AND all its content:



Click on a blank area of the screen to end the command.

### 14. Create new layer and control its behaviour:

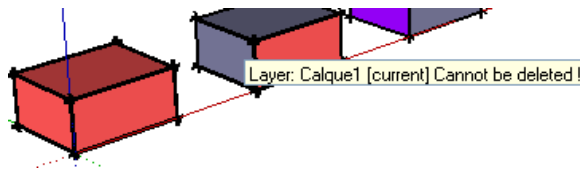
Click on the icon, the following dialog box is displayed:



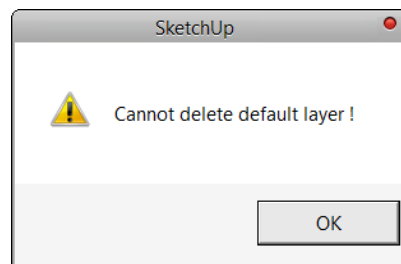
- Select a behaviour for the new layer
- Choose to set it current or not
- Move selection (if any) to this new layer
- Enter name of layer (unique name automatically supported)

## 15. Delete layer:

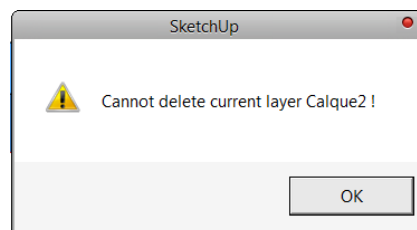
Click on the icon, and move mouse over objects. The tooltip shows which layer is the object on, and adds [current] when applicable. The current layer cannot be deleted.



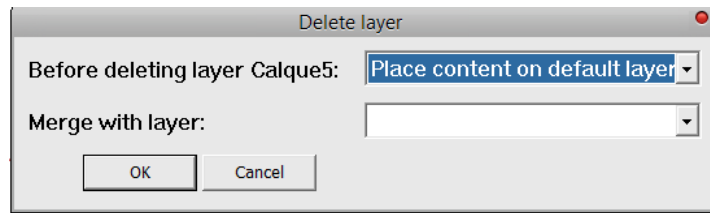
If you click on an object which is on the default layer, you'll get the following message:



If you click on an object which is on the current (active) layer, you'll get the following message:



Once the object is picked, select the options:



If you select "Place content on layer", select the destination layer in the list "Merge with layer".

## 16. Lock layer:

Click on the icon, and move the cursor over objects. The tooltip shows on which layer is the object, and adds [current] when applicable, and [locked] if the layer is already locked. Clicking on a locked layer has no effect.

All entities of the layer are gathered in a locked group.

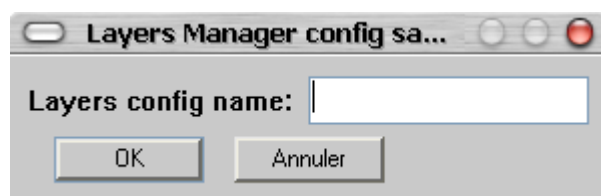
## 17. Unlock layer:

Click on the icon, and move the cursor over objects. The tooltip shows on which layer is the object, and adds [current] when applicable, and [locked] if the layer is already locked. Clicking on an unlocked layer has no effect.

The locked group is unlocked and deleted.

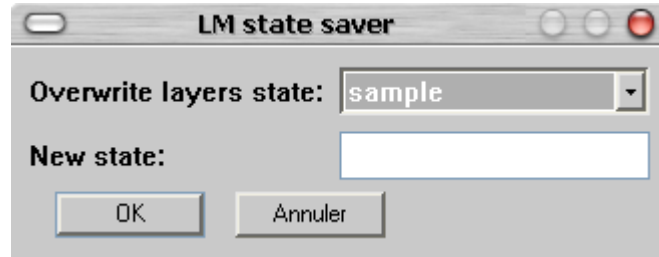
## 18. Save a layers state

Click on the icon, the following dialog box will appear the first time you save a layers state in your model:



Enter a state name and the status of each layer is saved, ready for being restored later.

If there are existing layers states saved, the following dialog box will appear:



In the first list you can select from your existing layers state.

If you select one of them and leave the "new state" field blank, the selected state will be updated with the current status of your layers, including layers that have been added since you last saved the state.

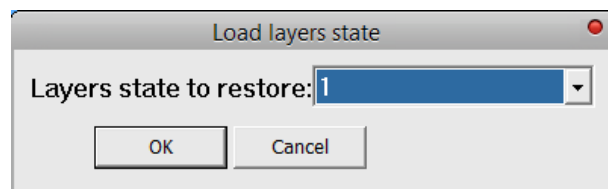
If you type a name in the "new state" field, this will create a new layers state and the content of the upper list will be ignored.

*N.B.: all the layers states saved this way are stored within the SKP file, so you can restore/update/delete them through sessions. Saved properties are "visible" and "active" (or current).*



## 19. Load a layers state

Click on the icon, the following dialog box will appear:

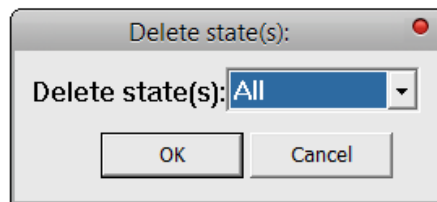


Select the layers state to restore.

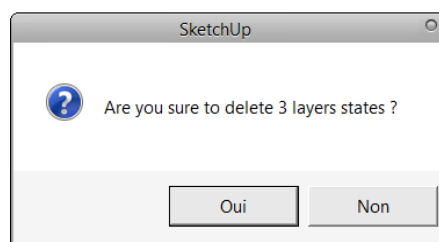
Active layer in the layers state is activated. All the layers of the layers state which are visible will be visible, all the layers of the layers state which are invisible will be invisible, all other layers (including the newly created layers or deleted layers) will be left unchanged.

## 20. Delete a layers state

Select a state to delete from the list:

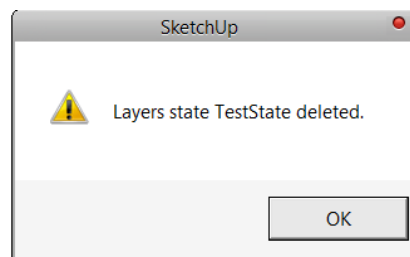


At the top of the list is an "All" option available. Select it to delete all layers states in the drawing. You'll be asked to confirm this, as in the following message:



Click "Yes" to delete all layers states, "No" to ignore.

If you selected a single layers state, you'll be prompted this:



## How to localize your version of Layer Manager:

The extension is available in English and French. It automatically translates all the toolbars, dialogs and options when it loads, because it detects which locale version of SketchUp is actually running.

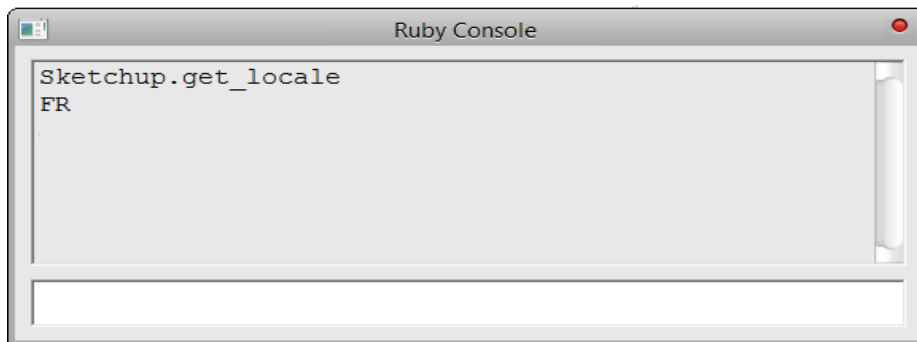
You can easily translate the extension to your own language, following the steps below:

1. get your local version string of SketchUp
2. create your language file, translate it to your own language
3. restart SketchUP



## 1. Get your locale version string of SketchUp:

In SketchUp, open the Ruby console and type: `Sketchup.get_locale`



You'll get a string such as: en-US, fr, it, de, es, ja, ko, zh-CN, zh-TW, pt-BR, nl, ru.

## 2. Create your language file, translate it to your own language:

Browse your disk to your DBUR\_LayerManager folder.

Open the Resources folder, you'll see a bunch of files, among them the languages files: `lmEN-US.lingvo` and `lmFR.lingvo`

In a pure text editor, open the file `lmEN-US.lingvo`

Save it as `lmXX.lingvo`, where XX is the capitalized string you got at point 1.

Examples: you got "it" when typing "Sketchup.get\_locale"

→ Save your language file as `lmIT.lingvo`

you got " zh-CN" when typing "Sketchup.get\_locale"

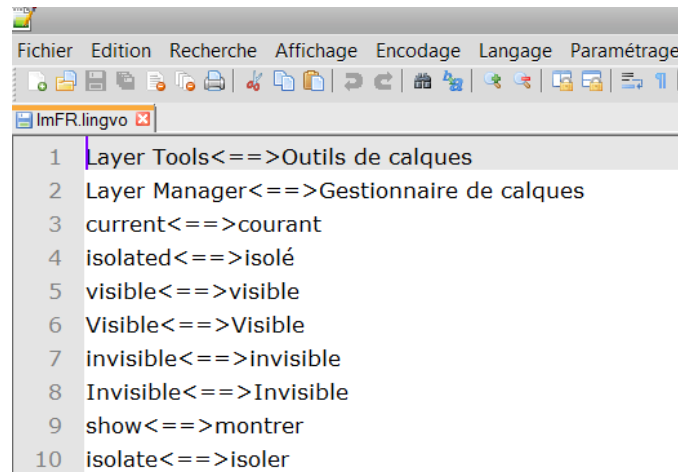
→ Save your language file as `lmZH-CN.lingvo`

Each line of the base file is divided in two parts, and separated by `<==>`

The left part is the English part and must be left unchanged.

The right part is your language part that you must translate.

Below is an example of the beginning of the french file, in Notepad++:



Be careful to translate exactly the English part, respecting the spaces. There are actually 140 lines to translate. Line 141 is a blank line, keep it as is.

When done, move the file to the Resources folder of the DBUR\_LayerManager folder, restart SketchUp and here you go!

Please send me your lingvo translated file so I can include it in the extension for other users of your language. Thank you.